

Table 4.1 Examples of settlement pattern typologies

<i>Unwin (1920)</i>	<i>Moholy-Nagy (1968)</i>
Irregular	1. Geomorphic
Regular	2. Concentric
1. Rectilinear	3. Orthogonal-connective
2. Circular	4. Orthogonal-modular
3. Diagonal	5. Clustered
4. Radiating lines	
<i>Lynch (1981)</i>	<i>Sato (1998)</i>
1. Star (radial)	1. Warped grid
2. Satellite cities	2. Radial
3. Linear city	3. Horseback
4. Rectangular grid city	4. Whirlpool
5. Other grid (parallel, triangular, hexagonal)	5. Unique structures
6. Baroque axial network	
7. The lacework	<i>Frey (1999)</i>
8. The 'inward' city (e.g. medieval Islamic)	1. The core city
9. The nested city	2. The star city
10. Current imaginings (megaform, bubble, floating, underground, undersea, outer space)	3. The satellite city
	4. The galaxy of settlements
	5. The linear city
	6. The polycentric net, or regional city

Note: for more examples, see Appendix 4.

combination of these, at different degrees of resolution. The degree of resolution may vary not only across but *within* particular typological sets.⁷ The recognition and representation of patterns as 'blobs' or 'structures' are effectively in the eye of the beholder. Perhaps – like the Rorschach ink-blot test, or Hamlet's 'weasel' – we tend to see in patterns whatever we want to see. Indeed, Kevin Lynch himself comments that many of the forms in his catalogue are held as articles of faith⁸ – from which one might conclude that their objective existence defies verification.

There is also a confusion of ways in which each label relates to each kind of form (Figure 4.1). In some cases, the same form could be described by different labels. Conversely, a particular label may have different structural connotations, and could be used to describe quite different patterns in different contexts.

The linear city is a case in point. According to Keeble, discussion of the linear idea is 'impeded by difficulty in establishing just what is and what is not a linear town'. Referring to the grid of routes for traffic and